Amendment to the Claims

This listing of claims will replace all prior versions and listings, of claims in the application

[c1](Cancelled)

[c2] (Cancelled)

[c3] (Cancelled)

[c4] (Cancelled)

[c5] (Currently Amended)

A concept of theme ~~park~~ based game location for three-dimensional interactive digital games juxtaposed with ~~existing toy and animation~~human or non-human characters in animation ~~from multiple toy and animation creating companies~~with interactive, participatory, experiential games for children and families

A process of three-dimension photo-realistic virtual reality display (to display human or non-human animated characters or other collectibles) in a physical ~~world~~ location that display three-dimensional photo-realistic virtual reality images on a display device comprising:

providing digital video information related to physical items that are displayed in the gallery to a three-dimensional virtual reality display screen

super-imposed digital audio information related to physical items that are relayed into a pre-set area within said three-dimensional virtual reality in a synchronized overlay manner

[c6] (Cancelled)

[c7] (Cancelled)

[c8] (Cancelled)

[c9] (Cancelled)

[c10] (Canceled)

[c11] (Canceled)

[c12] (Canceled)

[c13] (Canceled)

[c14] (Currently Amended)

A physical design of a hand-held device or set of devices (set of media or apparatuses) that is used to interact in the physical location with the three-dimensional photo-realistic virtual reality images. This device or set of devices are designed to capture response - both movement and audio - from the participant (the user) and recorded in a computer-based device on a display device of Claim 45 for processing and triggering three-dimension photo-realistic virtual reality images.

[c15] (Currently Amended)

A user interactive apparatus with the three dimension photo for providing a virtual-reality sporting or inter-activity experience on a three-dimension photo realistic virtual-reality display device as claimed above in Claim 5, the apparatus comprising:

audio reproduction means having an audio output

visual reproduction means having three-dimensional photo-realistic virtual-reality visual output

the physical object (mannequin or other physical objects) which is superimposed with three-dimensional photo-realistic virtual-reality images to create an environment

a control system synchronizing and interrelating the audio, video and physical movements relative to one another

the control system including a data base and computer based system for providing a scenario output for the audio output and the three-dimensional photo-realistic visual output

the physical object (mannequin or other physical object) further having control signal generators that are responsive to the movement (sensor) and the position(sensor) and that provide signal outputs that are received by the control system and that are responsive to, representative of, and synchronized with the body movement of the participant when the participant is so associated with the physical activity

the control system further including software that is responsive to database and to the received signal outputs, and that regulates the scenario content so that the audio output and the visual output are synchronized and correspond to the movement of the participant

[c16] (Currently Amended)

The <u>process and software (application and computer codes) for</u> apparatus of Claim 14 wherein the database<u>, java and xml based codes that interacts with the physical screen and the apparatus screen that</u>-includes more than one scenario output type and wherein one scenario output type is selectable by the administrator <u>or the player in order to play in the physical location</u>